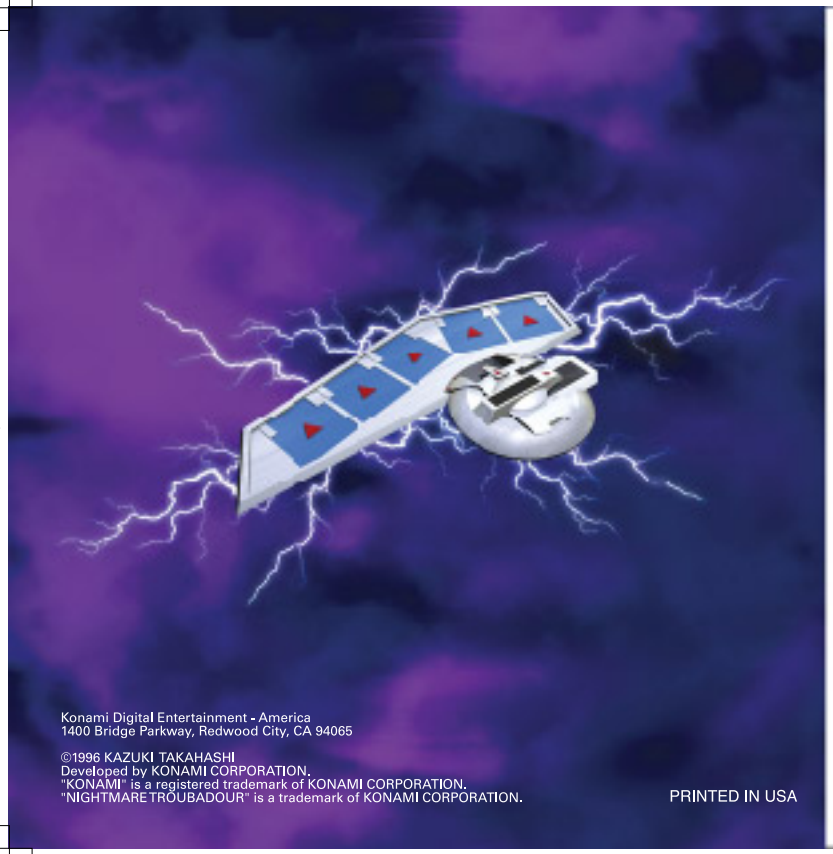

Konami Digital Entertainment - America
1400 Bridge Parkway, Redwood City, CA 94065

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PRINTED IN USA

NINTENDO DS™

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NTR-AYGE-USA

Yu-Gi-Oh! NIGHTMARE TROUBADOUR™

INSTRUCTION BOOKLET

KONAMI

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Official Nintendo Seal

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-2 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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EVERYONE

E

Mild Fantasy Violence

ESRB CONTENT RATING www.esrb.org

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RULE

To view the rules of play (Yu-Gi-Oh! TRADING CARD GAME New Expert Rules), visit the following homepage:

http://www.konami.com/gs/nightmaretroubadour/rule

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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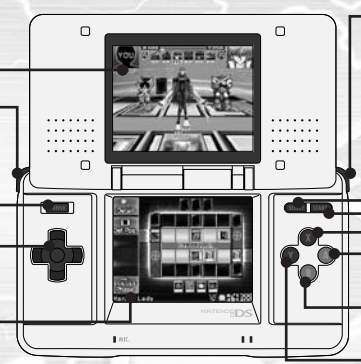
CONTROLS

This game can be played by using either the Touch Screen or button controls, or by using a combination of both.

*** Sometimes you will only be able to turn pages using the L and R Buttons.**

Button Controls



Top Screen

L Button
Turn page

Power Button

+Control Pad
Cursor Movement/Selection

Touch Screen

R Button
Turn page

SELECT

START

X Button
Switch tabs
[Tutorial/Puzzle]
[Deck Edit]
[Recipe Viewer]

A Button
Select/Confirm

B Button
Cancel/Back

Y Button
Navigate Submenu **[Field/Deck Edit]**
Create a new room/Exit room **[Link]**
Change to Card Swap Screen **[Card Trade]**

Button Controls During Duels			
+Control Pad	Cursor movement/Selection	**X Button**	Details
SELECT	Change menus	**A Button**	Confirm
L Button/R Button	Turn text pages (help display) /Draw	**B Button**	Cancel/Display Phase Window
		Y Button	Transparent Window Display

STARTING THE GAME

Nintendo DS Menu Screen

1 Check that your Nintendo DS system's power is off and insert the "Yu-Gi-Oh! NIGHTMARE TROUBADOUR" Game Card into the Game Card slot until you hear a click.

2 Turn on the Power Button, and you will see the screen shown at right. **Touch** the Touch Screen to continue.

3 **Touch** the panel titled "Yu-Gi-Oh! NIGHTMARE TROUBADOUR" on the Menu Screen to begin the game.

* If your Nintendo DS is set to Auto startup mode, this step will be unnecessary. For details, please see your Nintendo DS instruction booklet.

Title Screen

The Title Screen will be displayed when the game begins.

☒ NEW GAME

Starts the game from the beginning. The prologue will begin, and you will get a Starter Deck after entering your name.

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Starting a NEW GAME when there is existing play data

You can only have one save file for this game at a time. If you select "NEW GAME" when there is already existing play data, a **warning** will be displayed. Press **START** to start the game from the beginning. If you wish to cancel, please press the **B Button**. Caution! If you decide to play a new game, when you save your game at a Save Point, the existing game file will be overwritten and you will lose all previous game data.

About Saving ➡ P.22 "Save"

▶ Name Input

The Name Input Screen will appear during the prologue. The default name shown will be the user name saved to your Nintendo DS. To change the name, edit the text in the name field. If you choose to edit the name, use the **+Control Pad** to select the desired letter and press the **A Button** or **Touch** the desired letter on the screen. Use the **L and R Buttons** or **Touch Screen** to change input modes. If you make an error while editing the name, press the **B Button** or **Touch** [del] to erase one character. Select [◁] or [▷] and press the **A Button**, or **Touch** the screen to move the cursor without deleting characters. If you wish to insert a space between characters, select [space] and press the **A Button**, or **Touch** the location on the screen. When you are finished editing, select [OK] and press the **A Button**, or **Touch** it on the screen.

☒ CONTINUE

If a save file exists, select "CONTINUE" to resume the game from the last save point.

GAMEPLAY

This section is an overview of the gameplay. You play as a duelist, and proceed through the game by dueling and strengthening your Decks.

Find an opponent and begin dueling!

Navigate the field and challenge other duelists. Time passes when you take actions on the field. Time will affect the likelihood of duelists appearing, and will also affect events.

About the Field ➡ P.09-14 "Field"

Defeat your opponent in a card game!

Duels follow the same rules as the "YU-GI-OH! TRADING CARD GAME." Master your card collection to reach victory!

About Battles ➡ P.36-42 "Duels"

Win duels and gain KC points

The victor of a duel will gain Experience Points (EXP) and KC Points depending on various factors of the duel. You also receive a small amount of KC Points when you lose a duel.

Next page

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Get new card packs at the Card Shop

Trade KC Points for new card packs to increase your stock of cards.

Trading Points for Packs at the Card Shop ➡ P.16 "Trading Points"

Strengthening your Deck with new cards

Prepare for the next duel by adding new cards to your Deck and strengthening your Deck.

Editing Your Deck ➡ P.28-33 "Deck Edit"

Next Duel

KC Points and Experience Points

KC Points are needed to purchase card packs at the Shop and to use the Password Machine. When you've accumulated a certain amount of Experience Points, you will gain a level. Levels indicate a duelist's strength.

FIELD

The game is played out primarily on the Field. This is where you search for other duelists and challenge them.

Field Screen and Controls

The search mark on the field may be controlled with the **+Control Pad**, or by **Sliding** along the Touch Screen.

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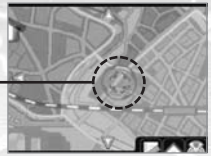
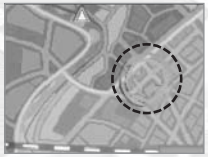
Searching for Duelists

Opponent duelists are normally not displayed on the field. You can find them by searching for them within the field.

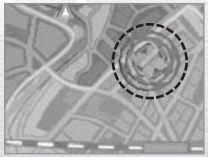
1 Search the field using the **+Control Pad** or by **Sliding** along the Touch Screen to move the search mark. The normal color for the search mark is **blue**.



2 When you near a duelist, the search mark will turn **green**. Search the area nearby when this happens.



3 When you are very close to a duelist, the search mark will turn **pink**. When this happens, search the immediate surroundings to find a duelist.



4 When you discover a duelist, a [Character Icon] and a [Move Button] will appear. Place the search mark over the [Character Icon] and **Touch** the [Move Button] on the Touch Screen, and [My Icon] will join the [Character Icon], the selected character will be displayed on the Top Screen, and you will begin talking to them.

If you are using the **+Control Pad**, place the search mark over the [Character Icon], press the **A Button** to place a finger cursor over the menu, navigate the finger cursor by pressing Left and Right on the **+Control Pad** to select the [Move Button], and finally press the **A Button**.

*Finger cursor when using the +Control Pad.

5 From the conversation screen, the duelist you have found may challenge you to a duel. A confirmation screen will appear. If you wish to duel against the duelist, select “Yes” to begin a duel. (➡P.36 “Starting a Duel”) If you do not want to duel, select “No.” If you cancel a challenge, or when you finish dueling, the duelist will leave and go somewhere else. On occasion, characters you find on the field will only be interested in talking, will forcefully duel with you, or will cause an Event to start. Also, sometimes while moving or searching, you will suddenly be drawn into a conversation.

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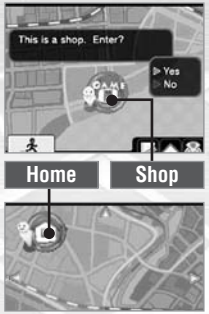
Entering a Building

Place the cursor over a building icon on the field, such as Home or the Shop, and **Touch** the [Move Button]. If you are using the **+Control Pad**, place the cursor over the icon, press the **A Button** to place a finger cursor over the menu, navigate the finger cursor by pressing Left and Right on the **+Control Pad** to select the [Move Button], and finally press the **A Button**. By pressing the **A Button** or **Touching** the screen again, a confirmation screen will appear. Select "Yes" to enter the building or select "No" to cancel. The Shop Screen will appear when entering the Shop (➡P.15), and the Home Screen will appear when entering Home (➡P.20).

*The number of building icons on the field changes when you progress through the game and events.

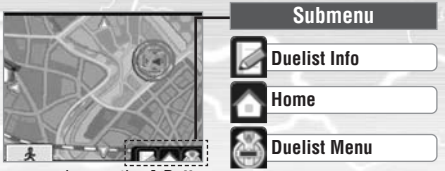


Riding the Train

At some point in the game, a station icon will appear over the train station, and you will be able to travel across the field on a train. Place the cursor over the [Station Icon] and **Touch** the [Move Button]. If you are using the **+Control Pad**, place the cursor over the icon, press the **A Button** to place a finger cursor over the menu, navigate the finger cursor by pressing Left and Right on the **+Control Pad** to select the [Move Button], and finally press the **A Button**. By pressing the **A Button** or **Touching** the screen again, a confirmation screen will appear. Select "Yes" to ride the train, or select "No" to cancel.

Submenu

There are three items in the submenu: [Duelist Info] [Home] and [Duelist Menu]. Select these by **Touching** their respective tab buttons. You can also select the submenu by pressing the **Y Button**. Use Left and Right on the **+Control Pad** to select the submenu items, and press the **A Button**.



☒ Duelist Info

Displays Duelist Info Screen. For details, please see P.14, "Duelist Info."

☒ Home

Displays the Home Screen. For details, please see P.20-22, "Home."

☒ Duelist Menu

Displays the Duelist Menu. For details, please see P.27, "Duelist Menu"

Passage of Time

While in the Field Screen, time passes based on your movement distances and duel turns (time does not pass while searching). The passage of time affects which duelists you can find while searching, and what events will occur.

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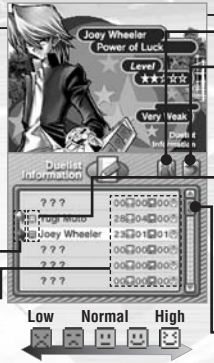
Duelist Info

You can display the Duelist Info Screen by using the submenu (➡P.13) while in the Field Screen or Shop Screen. The Duelist Info Screen allows you to automatically search for duelist information and records.

☒ Duelist Info Screen

On the Touch Screen, the duelist's name and record are displayed. Navigate the screen using the **Touch Screen**, or Up and Down on the **+Control Pad**. The selected duelist information is displayed on the Top Screen, along with their portrait (from the top: Name/Current Deck Name/Level/Difficulty).



Search Button

Back

Touch the screen or press the B Button to go back to the previous screen.

Friendship Level

Displays friendship level with the duelist. Friendship level changes by dueling, progressing through the game, or by triggering events.

Registered Icon

Total Records

(From the left) Wins/Losses/Ties

Scroll Bar

Slide to scroll.

☒ Duelist Registration/Auto-search

After progressing through the game and increasing your friendship level with another duelist to a certain level, you will eventually be able to register him or her. At times, you may be asked whether or not you wish to register a duelist when talking to them. By registering them, a [Registered Icon] will be displayed, and you will be able to auto-search them when they are on the field. If they are on the field, the icon will be pink. If they are not on the field, the icon will be purple, and they cannot be auto-searched. By selecting the duelist you wish to search for and **Touching** the [Search Button], the Field Screen will be displayed and you will automatically move to the duelist's location. You can also press the **A Button**.

***If you register certain duelists, you may get a surprise!**

You can trade KC Points for new card packs, use the Password Machine to obtain new cards, learn dueling basics with tutorials, and test your skills with Puzzles.

Shop Screen and Controls

Select a menu icon with the **+Control Pad** and press the **A Button**, or **Touch** the icon.

Tutorial/Puzzle

Password Machine

Trade for Card Pack

Exit to Field

Exits to the Field Screen (➡P.09).

▶Submenu

The submenu is almost identical to the submenu in the Field Screen. There are two items: [Duelist Info] and [Duelist Menu] (the difference from the Field Screen submenu is the absence of [Home]). For details, please see P.13, "Submenu".

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Trading Points

You can trade in KC Points for new card packs. There are five cards in each pack. Each card pack costs 150 KC Points.

Pack Details
Displays details of the selected card pack.

KC Point cost of Card Packs

Current KC Points

Selected Packs

Scroll Bar
Slide to scroll.

Pack Completion

Select

Back
Touch the screen or press the **B Button** to go back to the previous screen.

Exchange

Use the Touch Screen, or Left and Right on the **+Control Pad** to select packs to trade for, and press the **A Button**. Up to 10 selected packs will be displayed. Use Left and Right on the **+Control Pad** to select the desired card pack and press the **A Button**, or **Touch** [Exchange], to trade KC Points for the card pack.

Tutorials/Puzzles

Tutorials explain the rules of dueling, and Puzzles allow players to practice duel strategies.

☒ Tutorials/Puzzles Screen

Navigation Tabs

Cursor

Confirm Button

Back
Touch, or press the **B Button** to go back to the previous screen.

Press the **X Button** or **Touch** the [Navigation Tabs] to switch between [Tutorial] and [Puzzle]. **Touch** the screen or use Up and Down on the **+Control Pad** to move the cursor.
By moving the cursor over [▶] and pressing the **A Button**, or by **Touching** [▶], additional selections will be displayed. To hide these selections, move the cursor over [▼] and press the **A Button**, or **Touching** [▶] or [Confirm].
Select the topic you want to view, or a Puzzle you wish to try and press the **A Button**, or **Touch** or or [Confirm].

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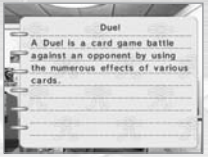
☒ Viewing Tutorials

Tutorials are divided into three main groups: Beginner/Basic/Application. The first tutorials that can be viewed offer indispensable dueling advice, and novices would do well to learn the rules of dueling from these tutorials. As players advance through the game and meet certain criteria, new tutorials will be unlocked.



☒ Puzzles

▶Rules

Complete Puzzles by winning within one turn (cards on the field and in the Hand are predetermined). When you complete a Puzzle, you receive KC Points. You can repeat the same Puzzle as often as you wish, but you will not receive KC Points for Puzzles that have already been completed (Puzzles that have already been completed will be indicated by a). Initially, only a few Puzzles will be available, but as you advance through the game additional Puzzles will be unlocked.

▶Starting a Puzzle

Select the Puzzle you wish to try and press the **A Button**, or **Touch** [Confirm] or to begin.

Password Machine

At some point in the game, you will be able to use the Password Machine. **You cannot input a password for a card that is not in your [Card List] (➡P.35)**. Input the eight digit password located on the lower left of a "Yu-Gi-Oh! TRADING CARD GAME" series card to obtain that card. Each use of the Password Machine costs 1000 KC Points. If the password input is successful, you will obtain one card. If you make a mistake while inputting the password, your KC Points will be refunded.

☒ Password Input

Select numbers with the **+Control Pad** and press the **A Button**, or **Touch** the number. To make a correction to the password, move the cursor forward or backward one space by pressing the **L or R Button**. Select [◁] or [▷] and then press the **A Button**, or **Touch** the screen to move the cursor left and right. When you have finished entering the password, select [Enter] and press the **A Button**, or **Touch** [Enter] to complete password entry. If the password is correct, you will receive a card.

A Note about the Password Machine:

Each password can only be used to obtain a card once. If you have already used a given password, you will not be able to obtain a card from it again.

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HOME

This section explains the menus and controls for Home.

Home Screen and Controls

Menu icons will be displayed on the Touch Screen. Select menu icons using Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the icons. For menus that require confirmations, select "Yes" to confirm, "No" to cancel.

PC Menu

Save

Sleep

Exit to Field

Exits to the Field Screen (➡P.09).

Duelist Menu

PC Menu

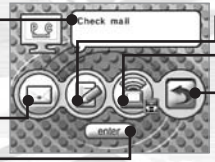
Displays mail and duelist info, and connects to wireless link play. Select the menu button with the **+Control Pad** and press the **A Button**, or **Touch** the menu button and then **Touch** [Enter].

Info Window

Displays button help and other information, such as incoming mail alerts.

Mail

Enter



Duelist Info

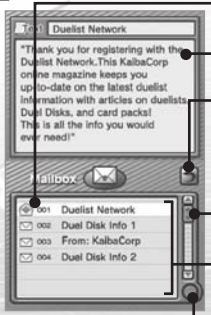
Link Play

Back

Touch or press the **B Button** to go back to the previous screen.

☒ Mail

The mail list is displayed on the Touch Screen. New mail is shown at the bottom of the list. Unread mail is marked with a ✉ and read mail is marked with a ◈.
Use Up and Down on the **+Control Pad** to move the cursor or **Touch**, to select the mail you wish to view. The text of the mail you selected will be displayed on the Top Screen. If the text is longer than two pages, press the **L or R Buttons**, or **Touch** [Next Page] to turn pages.



Cursor

Mail Text

Back

Touch or press the **B Button** to go back to the previous screen.

Scroll Bar

Slide to scroll.

Mail List

Next Page

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☒ Duelist Info (Inside PC Menu)

Displays duelist information and records. The screen and controls are the same as the Duelist Info Screen from P.14, "Duelist Info." **The difference with this screen is that there is no auto-search function.**

☒ Link Play

Use the DS Wireless Link to duel against friends and trade cards, as well as send and receive Recipes. For details, please see P.23-26, "Link Play."

Save

Saves play data. You will be prompted to confirm your save. Press "Yes" to confirm your save, or "No" to cancel it. After saving, you will see a "Saved" message indicating that the play data was saved. Press the **A Button** or **Touch** the screen to go back to the Home Menu.

There are save points throughout the game that allow the game to be saved in locations other than the Home Menu.

Duelist Menu

Edit your Deck, and view Deck Recipes and card lists. For details, please see P.27, "Duelist Menu."

Sleep

You will advance to the next day by selecting this at night. Cannot be selected from morning to evening.

About the Passage of Time ➡ P.13 "Passage of Time"

LINK PLAY

Select "Link Play" from the Home PC Menu (➡P.21) to switch to the Link Play Screen and duel friends, trade cards, as well as send and receive Recipes.

*At some point in the game, duel tournaments will be held. If you advance to the finals, you will duel inside the arena for the finals. You can also switch to the Link Play Screen while in this arena.

Nintendo DS Wireless Link (DS Wireless Play) Instructions

Instructions for Wireless Link play

☒ You Will Need:

- 2 Nintendo DS systems
- 2 "Yu-Gi-Oh! NIGHTMARE TROUBADOUR" DS Game Cards

☒ Instructions

1. Make sure that all DS systems are turned off, then insert a Game Card into each system.
2. Turn all DS systems on. The DS Menu will be displayed.
3. Touch "Yu-Gi-Oh! NIGHTMARE TROUBADOUR."
4. Refer to P.24-26 for Link Play controls and instructions.

*During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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Link Play Screen

The Link Play Screen is displayed when "Link Play" is selected on the PC Menu while at Home (➡P.21).

▷ Press the **Y Button** or **Touch** [Create new room] to create a room, and wait for the other player. Press **Y Button** again or **Touch** [Exit Room] to leave the room. If a connection is made, a confirmation screen will be displayed. Select "Yes" to accept, or "No" to cancel.

▷ If another player creates a room, that player's room is displayed. Use Up and Down on the **+Control Pad** to select the room and press the **A Button**, or **Touch** it to enter.

Link Play Menu

When link connection is established, a menu will be displayed. Use Up and Down on the **+Control Pad** to select, and press the **A Button** or **Touch** the menu to confirm. If your mode selection matches the other player's, the next screen will be displayed. If your mode selections do not match, you will have to select again.

Single Mode
Duel the other player in Single Mode

Match Mode
Duel the other player in Match Mode

Card Trade
Start a card trade with the other player

Send Recipe
Send a Recipe to the other player.

About Recipes ➡ P.27 "What is a Recipe?"

When sending Recipes, the first player to select "Send Recipe" will be the one sending.

Link Play Duel

When selecting Single Mode or Match Mode duels, your Deck and Recipe List will be displayed. Use Up and Down on the **+Control Pad** or **Touch** the Touch Screen to select the Deck or Recipe you wish to use for the duel, and press the **A Button** or **Touch** "Confirm." After order has been determined, the duel will start.

*You can only use Recipes during Link Play duels. Even if you do not have a 100% recurrence ratio for the Recipe, you can use cards in the Recipe that you do not own. You cannot use Recipes in duels against the CPU.

About Recipe Recurrence Ratio ➡ P.34 "What is a Recipe Recurrence Ratio?"

About Recipes ➡ P.27 "What is a Recipe?"

About Duels ➡ P.36-42 "Duels"

Just as with CPU duels, the winner of the duel will receive Experience Points (EXP) and KC Points. The player who loses the duel will also receive a small amount of KC Points. Additionally, when using a Recipe, the winner will earn an amount of KC Points equal to the KC Point total multiplied by the Recipe Recurrence Ratio (Ex: 500 <KC Point total> x 0.5 <Recipe Recurrence Ratio of 50%> = 250 <Earned KC Points>).

Card Trade

Your trade folder and the other player's trade folder will be displayed when you switch to the Card Trade Screen.

1 First select the cards you wish to trade (maximum of seven cards). Press the **Y Button** or **Touch** your own trade folder to advance to the next screen, where you can put cards from your Trunk into your trade folder (you cannot put cards from your Main Deck or Side Deck into your trade folder). Controls for this screen are identical to the Deck Edit Screen's "Moving Cards" controls (➡P.32-33). When you are finished moving cards into the trade folder, press the **B Button**, select , and then press the **A Button**, or **Touch** to go back to the previous screen.

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2 Select a card that you want to trade for from the other player's trade folder. Use Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the card and [Select] to select the card.

3 When both players have selected cards, a confirmation prompt reading "Agree to Trade" will be displayed. If you wish to proceed with the trade, **Touch** [Agree] or select it and press the **A Button**. When both players have agreed to the trade, the cards will be traded. If you wish to cancel the trade, press the **B Button** or **Touch** [Cancel].

Send Recipe

The first player to select "Send Recipe" from the menu becomes the sender. The other player's menu will show "Receive Recipe." When the receiving player selects "Receive Recipe," the game will proceed to the next screen.

1 The Recipe sender selects the Recipe they wish to send from their Recipe List. Use Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the Recipe and [Confirm Button] to select the Recipe. The selected Recipe will then be sent.

*Recipes that were created by selecting "Save Recipe" from your Deck Menu can be sent. Other Recipes, such as those that were obtained from other characters in events, cannot be sent to other players.

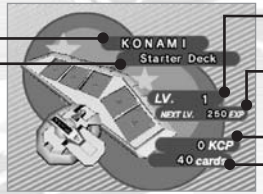
2 The player receiving the Recipe selects a location to save the Recipe to. Use Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the location and press [Confirm Button] to save the Recipe.

DUELIST MENU

Go to the Duelist Menu from the Submenu (P.13) or from Home Screen and Controls (P.20). Here you can edit decks, or view lists of Recipes and cards.

Duelist Menu (Top Screen)

Your current status will be displayed on the Top Screen.



Duelist Menu Selections

The Touch Screen shows the menu. Use Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the menu to make selections.

▶ **Deck Edit** ➡ **P.28** Edit your Deck.

▶ **Recipe Viewer** ➡ **P.34** View Recipes.

What is a Recipe?

A Recipe is a list of cards in a Deck. It is not a Deck.

▶ **Card List** ➡ **P.35** View your cards.

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DECK EDIT

Switch to the Deck Edit Screen by selecting "Deck Edit" from the Duelist Menu (➡P.27).

Edit a Deck

In order to duel, you must have a Deck constructed of your cards. On this screen, you can edit Normal Decks comprised of 40-80 cards (in addition to a Fusion Deck of less than 15 cards), as well as Side Decks (less than 15 cards) used in Match Mode Duels.

Deck Edit Screen and Controls

Selected Card Details
If there is more than one page of details, use the **L or R Buttons** to flip through the pages.

Trunk

Main Deck

Side Deck

No. of Cards
Number of cards in your (from the left) [Trunk] [Main Deck] [Side Deck] [Fusion Deck].

Deck Menu

Cursor

Scroll Bar
Slide to scroll.

Card List

Sort • Filter

Display Mode

Back
Touch or press the **B Button** to go back to the previous screen.

☒ Switching between [Trunk] [Main Deck] [Side Deck]

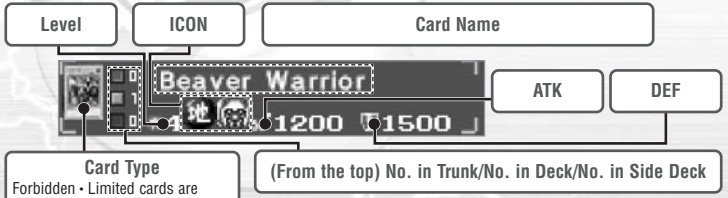
Press the **X Button** or **Touch** the tabs on the left side of the Touch Screen labeled [Trunk] [Main Deck] and [Side Deck] to switch to the Trunk/Main Deck/Side Deck and view a list of cards in that Deck. When editing your Deck, Fusion Deck cards are included in the Main Deck.

▲Viewing the Trunk's Card List

▲Viewing the Main Deck's Card List

☒ Card Information

Information is displayed for each card on the card list.



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Card Types

Monster Card

Spell Card

Trap Card

Monster / Types

Monster / Attribute

Spell

Trap

Spell-Trap / Effect

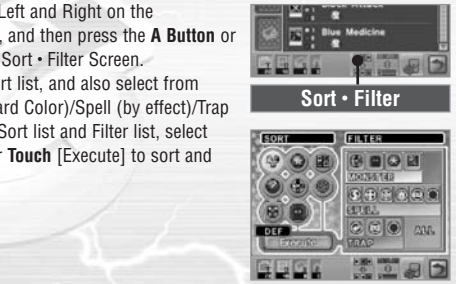
Display Mode

Press the **Y Button**, then use Left and Right on the **+Control Pad** to select [Display Mode] and press **A Button**, or **Touch** the screen to switch between list display and icon display when viewing the card list.

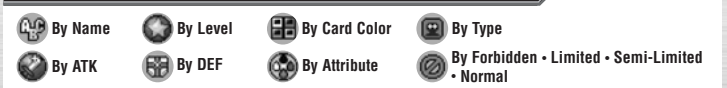
▲Icon Display

Sort • Filter

Press **SELECT** or the **Y Button**, and Left and Right on the **+Control Pad** to select [Sort • Filter], and then press the **A Button** or **Touch** [Sort • Filter] to switch to the Sort • Filter Screen.
You can select one type from the Sort list, and also select from Monster (Attribute • Type • Level • Card Color)/Spell (by effect)/Trap (by effect). After selecting from the Sort list and Filter list, select [Execute] and press the **A Button**, or **Touch** [Execute] to sort and filter the card list.



Sort List



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☒ Deck Menu

Press the **Y Button** and Left and Right on the **+Control Pad** to select [Deck Menu] and then press the **A Button**, or **Touch** [Deck Menu] to switch to the Deck Menu Screen.
Use Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the menu to select.

Deck Menu

▶ **Save Recipe**
Saves the current Deck as a Recipe.

▶ **Load Recipe**
Loads a Recipe. Select the Recipe you wish to load from the Recipe List. The Deck will be edited according to the Recipe. If the Recipe you wish to load does not have a 100% recurrence ratio, then the cards that you do not own will not be added to your Deck.

▶ **Rename Deck**
Renames a Deck. The controls are identical to "Name Input" on P.06.

▶ **Reset Deck**
Restores the Deck to its original state when you first entered the Deck Edit Screen.

▶ **Clear Deck**
Returns all cards to the Trunk and empties the Main Deck (including Fusion Deck) and Side Deck.

Moving Cards

Using the Touch Pad
Touch a card from the card list to grab it. The card will become transparent. Drag the card to the [Trunk], [Main Deck], or [Side Deck] and release to move the card to the desired location.

Using Buttons
Use Up and Down on the **+Control Pad** to select a card from the card list, and press the **A Button** to grab it. The card will turn transparent, and will be displayed over the tabs on the left. Use Up and Down on the **+Control Pad** to select the [Trunk], [Main Deck], or [Side Deck] tabs and press the **A Button** to move the card to the desired location.

Hints on Editing Decks

Keep the following points in mind while creating your Deck:

☒ Stay Close to 40 Cards per Deck

The fewer cards you have in a Deck, the more likely the card you want will come up when you need it, making it easier to plan your duels. Try to keep the number of cards in your Deck as close as possible to the minimum of 40. Also, if you use a roughly equal ratio of Monster, Spell, and Trap cards, your Deck will be more balanced.

☒ Keep High-Level Monsters to a Minimum

Because Monsters that are Level 5 or higher require a Tribute, you may be unable to use them if you draw one during a tight spot in a duel. Take care not to put too many high level Monsters into your Deck.

Fusion Monster cards are kept separate from the Main Deck in a Fusion Deck (max 15 cards) and does not count toward the 40-80 card requirement.

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GAME

RECIPE VIEWER

Views Recipes. In addition to Recipes that are saved from the Deck Menu (➡P.32), there are Recipes that you can receive from various characters as you advance in the game. Try to find them all!

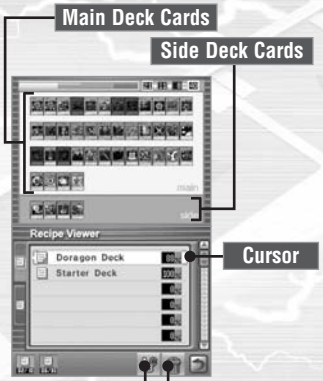
About Recipes ➡ P.27 "What is a Recipe?"

Viewing Recipes

Switch to the Recipe Viewer Screen by selecting [Recipe Viewer] from the "Duelist Menu" (➡P.27). Press the **X Button** or **Touch** the screen to switch tabs. The blue colored tab contains Recipes that were saved from the Deck Menu (➡P.32), and the pink tab contains Recipes received from characters in the game.

The Recipe name and recurrence ratio with the current cards will be displayed on the Touch Screen. Select Recipes by pressing Up and Down on the **+Control Pad**, or **Touch** the name of the Recipe. Icons of the cards in the selected Recipe will be displayed on the Top Screen. Darkened card icons are cards that you currently do not have.

What is a Recipe Recurrence Ratio?
A Recipe Recurrence Ratio shows a percentage of how many of the cards in the Recipe you own.



Renames a Recipe. Press the **Y Button**, and then use the **+Control Pad** to select and press the **A Button**, or **Touch** the name of the Recipe to rename it. The controls are identical to "Name Input" on P.06.

Deletes a Recipe. Press the **Y Button**, and then use the **+Control Pad** to select and press the **A Button**, or **Touch** the name of the Recipe to delete it. A confirmation prompt will appear. Select "Yes" to delete the Recipe.

GAME

CARD LIST

You can browse all of your cards, and also cards organized by pack. You can obtain a card list when you trade for packs at the store after you have obtained a certain number of the cards in that series.

*Prior to obtaining card lists at the shop, you can only view cards in your possession.

Card List

Switch to the Cardlist Screen by selecting [Cardlist] from the "Duelist Menu" (➡P.27). The pack series name and percentage obtained will be displayed on the Touch Screen (at the bottom of the list is a selection to view all previously-owned cards). Use Up and Down on the **+Control Pad** to move the cursor, or **Touch** the list to make a selection. The details of the selected series will be displayed on the Top Screen. When viewing a series list, you will only be able to see the names of cards not yet obtained (cards with only their names revealed can still be used for the Password Machine (➡P.19)).

Cards already used with the Password Machine will be indicated by .

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DUELS -DUEL RULES, SCREEN, AND CONTROLS-

Duels follow the same rules as the "New Expert Rules" of the "Yu-Gi-Oh! TRADING CARD GAME."

Starting a Duel

When you challenge a duelist on the field or when an event triggers a duel, the game switches to the Duel Screen where the duel begins.

☒ Deciding Order

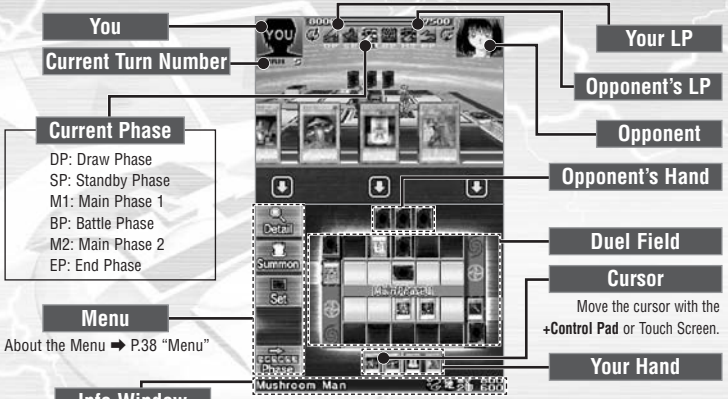
Play "Rock, Paper, Scissors" with your opponent. Use Left and Right on the **+Control Pad** and press the **A Button**, or **Touch** the screen to select rock, paper, or scissors. The winner uses the **+Control Pad** and the **A Button**, or **Touches** the screen to decide the order of the players. Once the order is determined, the first five cards of your Hand will automatically be drawn and the duel will begin.

Match Duels

There are two different kinds of duels: Single Duels, in which the winner is determined in one duel; and Match Duels, in which the winner is decided in the best of three duels. In a Match Duel, you may change cards in your Main Deck and Side Deck between duels. However, you must keep the number of cards in your decks the same. The controls for changing cards between duels are the same as those in the Deck Edit Screen. Starting with the second duel, the loser of the previous duel chooses the order. If the previous duel ended in a tie, play "Rock, Paper, Scissors" to decide which player chooses the order.

Duel Screen

This section explains the details of the Duel Screen.



*Spell Counters are required to activate the effects of certain cards. You cannot place a counter on a card that is unable to use it.

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Menu

Move the cursor over cards in your Hand or on the Duel Field, and press the **A Button** or **Touch** the icon to perform various actions using the selected card displayed on the Touch Screen Menu. The displayed menu will change depending on the context. Use Up and Down on the **+Control Pad** and press the **A Button**, or **Touch** the menu to use it.

Menu

▶ **Changing the Menu's Position**

Press **SELECT** to change the position of the menu to either left or right.

Details

Card details will be displayed on the Top Screen. If there is more than one page of details, press the **L or R Buttons** to flip between the pages. Using the **+Control Pad** or Touch Screen to select a different card while the details are displayed will immediately show the details of the selected card. To close the details display, press the **X Button** or **B Button**, or **Touch** "Details" on the menu.

Summon

Summon a Monster Card from your Hand and place it in on the field in the face up Attack position.

Set

Take a Monster Card from your Hand and place it on the field in the facedown Defense position, or take a Spell/Trap Card from your Hand and place it in the facedown position.

Flip Summon

Turn over a Monster Card that is in the facedown Defense position to the face up Attack position.

Atk Pos.

Change a Monster from face up Defense position to face up Attack position.

Def Pos.

Change a Monster from face up Attack position to face up Defense position.

Activate

Activate the effects of Effect Monster and Spell/Trap Cards on the Duel Field. When selecting a Spell Card in your Hand, this places it face up on the field and immediately activates it.

Attack

Attack with Monsters in Attack Position during the Battle Phase.

List (Graveyard/Removed Cards/Fusion Deck)

When the cursor is placed over the Graveyard, the Removed Cards, or the Fusion Deck, "List" will appear on the menu. Use the **+Control Pad** or **Touch** the screen to move the cursor. When you wish to close the list, press the **A** or **B Buttons**, or **Touch** [BACK].

An explanation of the List Screen is on the next page. ⬇

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Card Details
Toggle display using the X Button.

Card Location and Condition
Blue colored cards belong to you, pink colored cards are your opponent's.

Graveyard
Removed
Fusion
Hand
Deck
Unable to Special Summon
No Effect
Fusion-Material
Temporarily Removed Monster
Temporarily Removed Card

Card

Sort Icon
Changes the way icons are sorted. (From the left)No Sorting/By Name/By ATK/By DEF/By Level/By Frame Color/By Attribute/By Type

Scrollbar
Slide to scroll when more than seven cards are displayed.

BACK

Target Card List
At times you may be prompted to select a card you wish to target with an effect from a list. Select the card and press the **A Button** or **Touch** the card to select it as the target. You may also be prompted to select more than one card as a target.

Surrender
When the cursor is moved over the Deck, "Surrender" appears on the menu. Surrender if you wish to end the duel before it is finished. You cannot Surrender until the 10th turn. Caution: If you Surrender, the duel will be counted as a loss.

Phase
Use this to advance phases. Select the phase that you wish to advance to using Left and Right on the **+Control Pad**, and press the **A Button** or **Touch** the screen.

Draw
During the Draw Phase, move the cursor over your Deck and press the **A Button**, or **Touch** the Deck to draw one card. Pressing the **L** or **R Buttons** will do the same.

Card Details Display
Move the cursor over a card and press the **X Button** to toggle the display of the selected card's details. The controls are the same as viewing details on the menu (➡P.38).

Advancing Phases
Press the **B Button** during Main Phase (1 or 2) or Battle Phase to advance to the next Phase. Controls are the same as when selecting "Phase" from the menu (see above).

Activation Prompt
When Quick-play Spell Cards and Trap Cards are activated, or when Chains can be performed, a confirmation prompt will be displayed. To activate, select "Yes."

☒ Displaying Activation Prompts / Checking the Duel Field
Pressing and holding the **L Button** when it is your opponent's turn will open the activation prompt for any Quick-play Spell Cards or Trap Cards in your Hand or on the Duel Field at the earliest moment possible. If you do not have any cards that can be activated, this will allow you to check the Duel Field.

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☒ Skipping Activation Prompts

Pressing and holding the **R Button** during your opponent's turn will skip any activation prompts that may appear.

Transparent Window Display

When viewing the list for the Graveyard/Removed Cards/Fusion Deck, or when activation prompts are shown, press the **Y Button** to toggle the window's transparency, to see the cards on the field behind it.

Special Controls

☒ Fusion During the Activation of "Fusion Gate"

When the Field Spell Card "Fusion Gate" is activated, you can Special Summon a Fusion Monster without using the "Fusion" Spell Card. Move the cursor over the Field Spell Card "Fusion Gate" to activate it. Thereafter, controls are the same as for Regular Fusion.

☒ Fusion Summoning "XY-Dragon Cannon," "YZ-Tank Dragon," "XZ Tank Cannon," and "XYZ-Dragon Cannon"

When you wish to fulfill the summon requirements of "XY-Dragon Cannon," "YZ-Tank Dragon," "XZ Tank Cannon," or "XYZ-Dragon Cannon," move the cursor over the Fusion Deck to activate it, and follow the on-screen instructions.

☒ Activating "Last Will"

After fulfilling the activation requirements of the Spell Card "Last Will" and activating it, move the cursor over your Deck and select a Monster to Special Summon.

Forbidden/Limited/Semi-Limited Card List

Forbidden Cards

- Chaos Emperor Dragon - Envoy of the End
- Witch of the Black Forest
- Executioner Makyura
- Fiber Jar
- Magical Scientist
- Yata-Garasu
- Mirage of Nightmare
- Confiscation
- Painful Choice
- The Forceful Sentry
- Change of Heart
- Thunderbolt
- Monster Reborn
- Butterfly Dagger - Elma
- Harpie's Feather Duster
- Dark Hole
- Imperial Order
- Sixth Sense

Limited Cards

- D. D. Warrior Lady
- Injection Fairy Lily
- Black Luster Soldier - Envoy of the Beginning
- Sinister Serpent
- Sangan
- Dark Magician of Chaos
- Cyber Jar
- Protector of the Sanctuary
- Jinzo
- Twin-Headed Behemoth
- Tribe-Infecting Virus
- Exiled Force
- Sacred Phoenix of Nephthys
- Exodia the Forbidden One
- Reflect Bounder
- Marshmallon
- Breaker the Magical Warrior
- Morphing Jar
- Right Leg of the Forbidden One
- Right Arm of the Forbidden One
- Left Leg of the Forbidden One
- Left Arm of the Forbidden One
- Delinquent Duo
- Heavy Storm
- Snatch Steal
- Pot of Greed
- Mystical Space Typhoon
- United We Stand
- Card Destruction
- Graceful Charity
- Premature Burial
- Swords of Revealing Light
- Mage Power
- Lightning Vortex
- Torrential Tribute
- Reversal of Graves
- Crush Card
- Mirror Force
- Deck Devastation Virus
- Ceasefire
- Ring of Destruction
- Magic Cylinder
- Reckless Greed
- Call Of The Haunted

Semi-Limited Cards

- Abyss Soldier
- Manticore of Darkness
- Vampire Lord
- Marauding Captain
- Dark Scorpion - Chick the Yellow
- Night Assailant
- Creature Swap
- Reinforcement of the Army
- Upstart Goblin
- Emergency Provisions
- Nobleman of Crossout
- Level Limit - Area B
- Gravity Bind
- Good Goblin Housekeeping
- Last Turn

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